
Multiplayer Game

Posted by fairy - 2007/07/29 05:51

Up to 32 players will be able to play in a single match in Crysis's multiplayer, which will consist of 3 different modes:

- * Tactical Deathmatch
- * Tactical Team Deathmatch
- * Power Struggle

Tactical Capture The Flag is no longer part of the game mode line up, although Crytek employees have commented that this mode could later be added in a patch or be developed by the modding community.

"Tactical" precedes the name of the first two modes due to the fact that players can customize their suit, weapons, and ammunition, as in the single player portion of the game.

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Re:Multiplayer Game

Posted by fairy - 2007/07/29 05:53

Power struggle

In "Power Struggle", all players start the game on one of two teams – the U.S. Delta Force or the North Korean Army – with nothing more than a pistol and a basic nano suit. After players have joined a team, they will fight to earn points. Points are used to purchase weapons, vehicles and manufacturing plants. How one earns points will depend on what type and rank of player they have killed. For example, if a "Beginner" defeats a "General", then they will receive more points than if the General had killed the Beginner. Weapons may also be taken from the corpses of dead players from either team, and vehicles can be stolen from the opposing side with the use of lock picks.

Players can crossbreed vehicles with alien technologies if they bring the technology back to their base from one of several alien crash sites randomly generated on the map. Weapons can be bought from where players spawn or at certain control points located around the map. Should the player die, they will lose their guns and any vehicles that were destroyed or stolen from the player in the process.

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Re:Multiplayer Game

Posted by tsalo - 2007/07/30 13:51

pretty unnessecery topic becuse portal already has the information regarding multiplayer

and to vairo: there is no edit button anymore :(

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Re:Multiplayer Game

Posted by Vairo - 2007/07/30 17:03

yes sorry will be fixed soon , busy with loads of other stuff atm....

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Re:Multiplayer Game

Posted by truly - 2007/08/29 22:24

Ok, there is topic about multi, so I will ask here and try to enliven forums ! :D
Do you think that crysis' multiplayer scene will be well-developed ? That many, but rly many players will play it ? It will be hard to persuade UT and Quake fans to new and different (nano suit ftw !) game.
Imho Tactical team deathmatch and Power Struggle will be accepted, mainly by Battle Field and CS players, and they will appreciate it for sure. But normal solo-deatmatch will have serious problems with upcoming UT3 and Gears of War.

What are your opinion guys ?

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Re:Multiplayer Game

Posted by Keyra - 2008/06/18 23:27

Thanks for this insightful information into this.

The B&B in Stratford-Upon-Avon

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